

The logo for 'Tales of Hearts R' features the title in a stylized, gothic-inspired font. The letters are primarily green with white highlights and black outlines. A large, multi-colored gemstone flower, composed of various faceted crystals in shades of purple, blue, yellow, and pink, is positioned behind the text. The background of the entire image is a soft, ethereal landscape with a large, textured rock formation on the left and a bright, hazy sky on the right.

TALES OF HEARTS™ R

INSTRUCTION MANUAL

STORY

Kor, a young man living in a small village by the sea, is polishing his sword fighting skills under the careful supervision of his grandfather. Impressed by Kor's growing skill, his grandfather bequeaths to him an unusual weapon known as a Soma.

Soon afterwards, while watching the house in his grandfather's absence, Kor meets a young woman named Kohaku who has come searching for his grandfather. Kor is enchanted with the young woman, the first girl he's ever met from outside his village.

However, a mysterious witch soon appears who casts a spell on Kohaku's Spiria, the embodiment of her heart and soul. Kor attempts to lift the spell by connecting to her Spiria through a technique known as a Spiria Link, but while doing so he accidentally shatters her Spiria Core, the source of her emotions.

Kor, armed only with the Soma given to him by his grandfather, must now set out on a journey to find a way to make Kohaku's Spiria whole once more.



CONTROLS: FIELD, NORMAL MAP AND MENUS



NOTE: White text indicates field controls, **yellow** text indicates dungeon controls, and **pink** text indicates menu controls.

CONTROLS: BATTLE SCREEN



NOTE: Controls above assume the button configurations are set to "A-type" and "Normal".

FIELD MAP

In the field map, the character can be moved with the directional buttons or left stick. The camera can be rotated with the right stick and the camera position can be reset with **L**.

LOCATION NAMES

As you approach towns and dungeons their names are displayed.

SKIT ICON



NAVIGATION MAP


This shows your current surroundings.
📍 points north.

FIELD SCREEN

ENEMY ENCOUNTERS

While navigating the various maps in the game, you will encounter enemies. When you have an encounter, the battle screen will appear.

TRANSPORTATION

As you continue with the adventure, you will eventually gain access to a means of transportation called Reinheit. You can use Reinheit with  and move around with the directional buttons or left stick.



NOTE: To disembark press  or .

SKITS

Skits are conversations between members of your party. Some skits are just for entertainment, but others contain useful tips that may aid you on your adventure. If you wish to view a skit, press the SELECT button or touch the skit icon while the skit icon is displayed and the skit will start.


NORMAL MAP SCREEN

SPEAK/EXAMINE



When you press  near another character you can talk to them, and when you press  near a treasure chest you can examine it.



PUSHING/PULLING OBJECTS

There are objects that can be moved in places like dungeons to solve puzzles. Approach the object, grab it with , and push/pull with the directional buttons or left stick while holding it.

SORCERER'S RING


Press  while holding the Sorcerer's Ring to shoot blasts of energy. The types of Sorcerer's Rings increase in number as the story progresses, and you can switch between rings by pressing  or touching the icon.



NORMAL MAP SCREEN



SPIRIA NEXUS

As you continue with the adventure, you will gain the ability to perform a Spiria Link with certain characters and explore a type of dungeon called a “Spiria Nexus”. Characters who you can form a Spiria Link with will have  displayed next to them. Talking to them will activate the Spiria Link and give you access to their Spiria Nexus.

MENU SCREEN: MAIN MENU

MAIN MENU

When you press Δ in the field screen or normal map screen, the main menu screen will be displayed and you can access various submenus. When you press the SELECT button in this screen you can change the control mode, and when you press the right directional button, the cursor will move to the character window.

CHANGE PARTY MEMBERS

In the character window, you can select the party members who will be participating in battle (the “main party”) and party members who will be on standby (the “sub party”) by moving characters with \times . In battle, you will only control the characters in the main party.




MAIN PARTY

You can select up to 4 characters for the main party. Every time you press the Δ button, the number of main party members will be reduced by one. One character is required to be in the main party at any given time.

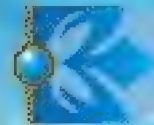
MENU SCREEN: MAIN MENU

CHANGE AVATAR

If you press the  button while the cursor is on the character window, you can make the selected character the avatar that is displayed on the field screen and normal map screen.

MENU SCREEN: ARTES

In this screen you can check the artes you've learned or set the artes to be used during battle. In addition, some healing artes can also be used.

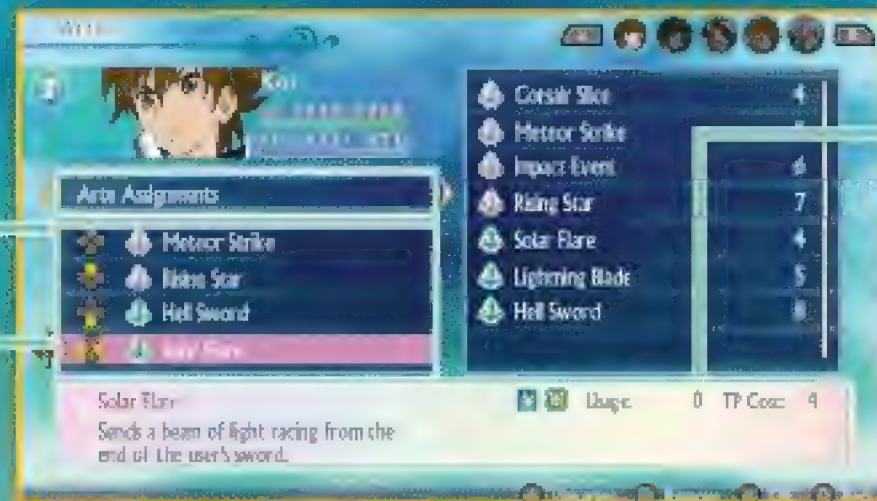


ARTES SCREEN - CONTROL MODES: MANUAL/SEMI-AUTO

From "Arte Assignments" you can set which artes can be performed with and the directional buttons. From "Arte Shortcuts" you can set which artes can be performed with the right stick. Use the right/left buttons or tilt the right stick left/right to switch between these two setting modes.

ARTE ASSIGNMENTS

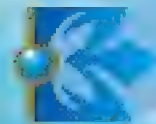
ASSIGNMENT LIST



DESCRIPTION OF ARTE

The number of uses, element, TP required, and whether the arte is usable in the air are also displayed.

MENU SCREEN: ARTES





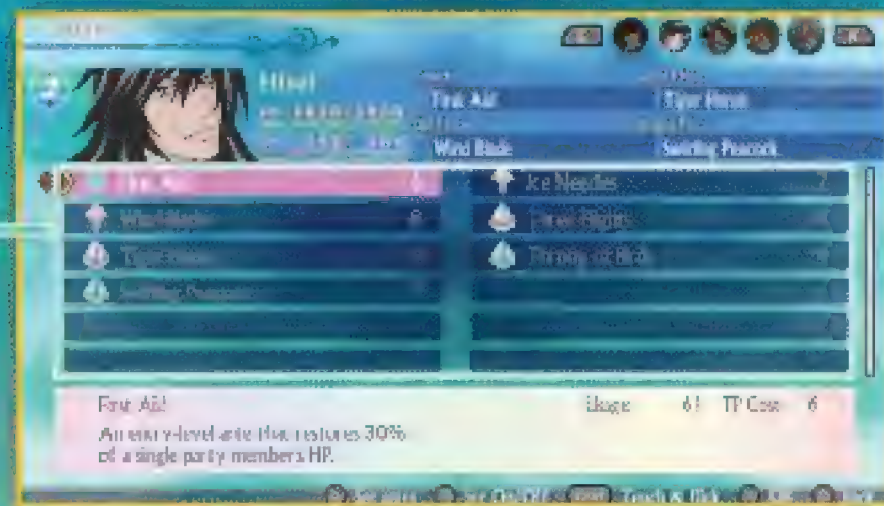
ARTES SCREEN CONTROL MODES: AUTO

If control mode is set to Auto, you can assign the artes you wish to use in the screen below. In addition, you can assign which artes you wish to command the characters to use in battle with the START button. Press the START button when the cursor is aligned with the arte you want to assign, and choose either "touch", "up flick", "left flick", or "right flick".

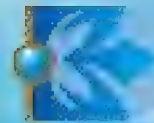
If you press  when the cursor is aligned with a healing arte you can use it.

ARTE LIST

You can activate/deactivate artes for battle with .  is displayed for deactivated artes.



MENU SCREEN: ITEMS

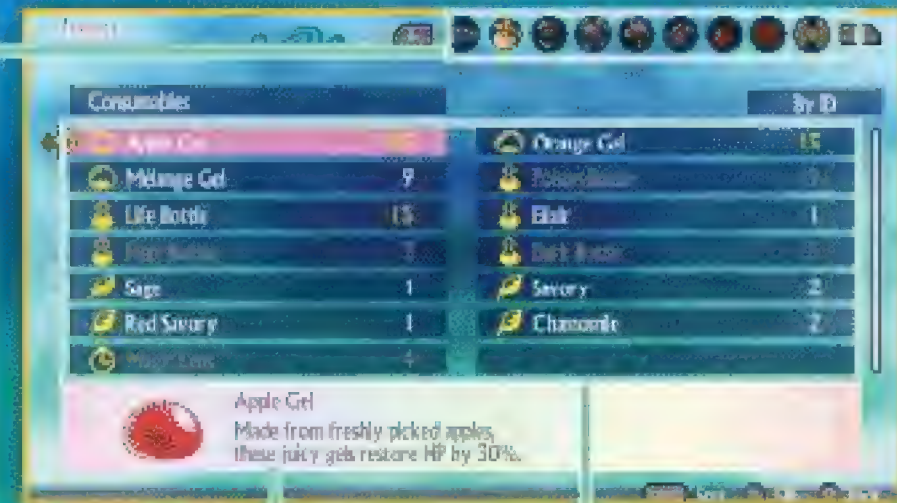


ITEM SCREEN

In this screen you can check information on the items you've obtained. You can use healing items or also move to the equipment screen by choosing equipment.

ITEM CATEGORIES

-  Newly Acquired Items
-  Consumable Items
-  Somas
-  Bodywear
-  Headwear
-  Accessories
-  Ingredients
-  Valuables
-  Downloadable Content

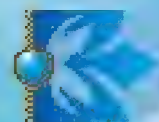


ITEM DESCRIPTION

ITEM LIST

The number indicates how many of each item you have

MENU SCREEN: EQUIPMENT



EQUIPMENT SCREEN

In this screen you can equip your characters with Somas, armor, and accessories. First select the place where the item should be equipped, and then select the equipment. You can also change the character's title.

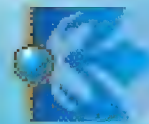


EFFECTS OF EQUIPMENT ON PARAMETERS

TITLES

A character's basic parameters will change depending on his/her title. You can earn titles as you advance in the game or when you meet certain requirements in battle.

MENU SCREEN: SOMA



SOMA BUILD SCREEN

Somas can be leveled up by using Soma build points (SBP). Use the directional buttons or tilt the left stick left/right to select a Spiria attribute, then use the directional buttons or tilt the left stick up/down to assign SBP and confirm with \times . You can also distribute SBP automatically by pressing the START button.

SELECTED SPIRIA ATTRIBUTE

You can confirm which artes, skills, etc. are unlocked as the Soma levels up by pressing \triangle .

PARAMETERS

Parameters that are increased when SBP are distributed are displayed in blue.



CURRENT SBP

This is the number of SBP you currently have. You earn them when your character levels up.

SBP REQUIRED TO LEVEL UP

As Somas are leveled up they become more powerful and new artes and skills are unlocked.

MENU SCREEN: SOMA

SOMA BUILD

Spiria attributes (Fight, Belief, Mettle, Endurance, and attributes of each character) have artes and skills that can be learned at each level. As you distribute SBP that your character has earned by leveling up, the character's attribute parameters are also increased. Once each element's SBP reaches a certain number of points, the Spiria attribute's level increases and the character artes and skills.

NOTE: SBP cannot be redistributed once they have been assigned.

SOMA EVOLUTION

When the Spiria attribute level increases by Soma Build, Somas will evolve and their performance will increase. You can equip the Soma with increased performance in the equipment screen.

SPIRIA BONUS

When neighboring Spiria attributes meet a certain requirement, special artes and skills are learned as a bonus.

MENU SCREEN: SKILLS

SKILL SCREEN

In this screen you can check the skills your characters have learned or set them. Set up or cancel skills with **X**. Switch the character with **L** or **R** and check the strength of your Somatic bond value with **△**. In addition, you can share some skills between characters that have a strong Somatic bond value. You can also press the **START** button to automatically set skills.

SKILL LIST

Skill names/types, and the SP necessary to set them are displayed.



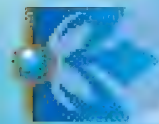
SP (SKILL POINTS)

This displays remaining/maximum points.

SET SKILLS

The name of the skill being set is displayed in yellow

MENU SCREEN: BATTLE SETTINGS



STRATEGY (ROLE IN COMBAT)

You can set the TP usage frequency, how artes are used, and roles in combat for characters whose control method is set to "Auto" from the following six types for each of the characters. You can set up to 4 strategies as well. Switch by using **L** and **R**.


NOTE: "Heal" can only be set for a few characters.

1. Normal	Balance both attack and defense.
2. Fire Power	Fight with mainly strong attacks.
3. Hit Focused	Fight with attacks that generate hits.
4. Defensive	Pay attention to your HP.
5. Support	Prioritize support such as protecting allies who are casting spells.
6. Heal	Prioritize healing allies.

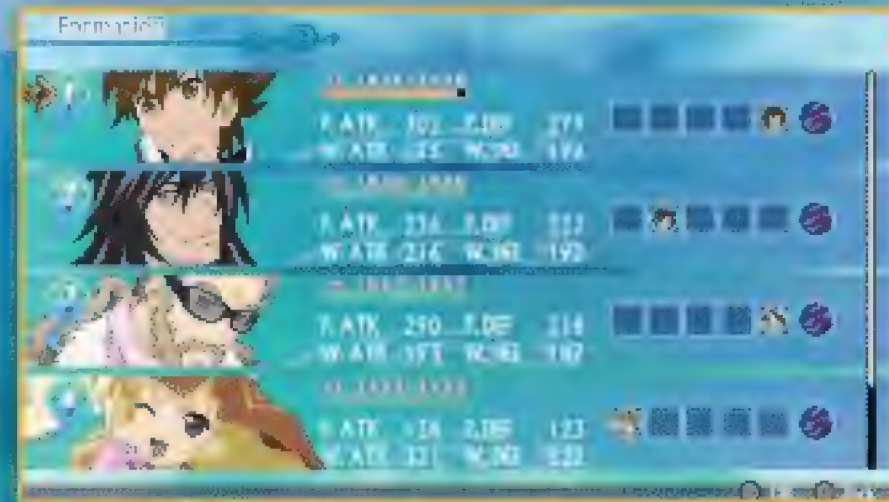


MENU SCREEN: BATTLE SETTINGS

STRATEGY (ACTION PRIORITY)

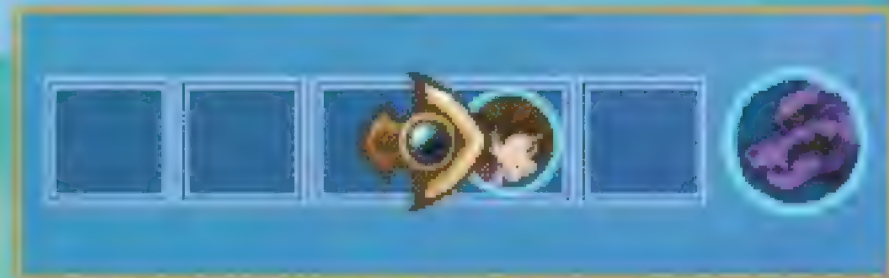
When you press  button in "Role in Combat", you can set actions for each of the characters whose control method is set to "Auto". You can set up to 10 actions with priority given to the highest. Set the probability of execution by pressing the START button and setting them to 100%, 0%, or unset.

NOTE: Your settings will not be reflected unless you set "Action Priorities", "Target Conditionals", and "Your Conditionals".

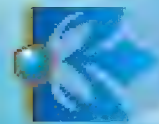


FORMATION


You can set the position of the character in battle. Characters that are set to the right will engage in battle closer to the enemy.



MENU SCREEN: COOKING

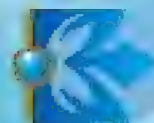


COOKING SCREEN

In addition to recovering TP and HP, you can increase status or acquire skill effects by eating food. You can also set a shortcut for cooking food at the end of battle. Press the directional buttons +  on the battle results screen to cook the food you have set in the shortcut.

NOTE: Each cooking attempt will increase the cooking level, making it easier to succeed. Recipes will display the cooking level which indicates success rate and the ingredients needed to cook.

MENU SCREEN: STATUS



STATUS SCREEN

In this screen you can check the stats of each character, the current equipment, and the strength of Somatic bond values. You can switch the displayed page by pressing the directional buttons or with the left stick. Press the START button to display a 3D model of the character.



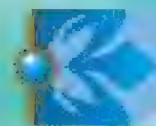
STATS

LV	Character's current level.
TC	Character's current TC.
HP	Displays current/maximum value. Character will be KO'd if it decreases to 0.
TP	Displays current/maximum value. It will decrease when the character uses artes.

NEXT	Displays the experience needed to go up to the next level.
EXP	Acquired experience.
Physical Attack	Force value of Soma or Somatic artes attack.
Will Attack	Force value for will artes attack.
Physical Defense	Defense value against physical attack.

MENU SCREEN: STATUS

Will Defense	Defense value against will attack.
Luck	It affects a variety of elements. It changes after staying at an inn and after battle.
Elemental Affinity	It is added when attacking with a Soma.
Elemental Resistance	Resistance value to the elemental attribute of enemy's attacks.
Physical Ailment Resistance	Resistance value to the physical ailment of enemy's attacks.
Cooking Effects	The effects of food you have eaten.





SOMATIC BOND VALUE


Somatic bond values represent the strength of the bond between party characters and affects the skill sharing conditions and the activation of

"Cross Chase Charge" during battle. Somatic bond values can increase when you recover TP and HP in battle or by watching skits or events.



CHANGE COSTUMES AND ATTACHMENTS

You can change the characters' costumes or add attachments to change their appearance. Select "Costume" or "Attachment" and pick the equipment with . You can remove the attachment by pressing .

NOTE: Press  button in "Costume" to change back to default.

MENU SCREEN: LIBRARY



LIBRARY SCREEN

You can read various books.

Monster Lexicon	You can check the information of monsters you have fought so far.
Collector's Code	You can check the information of the items you have obtained so far.
Synopsis	You can read what has happened in the story.
Adventurer's Book	You can read information that is useful to gameplay.
Records	You can check various records in the game such as total play time, longest combos, etc.

MENU SCREEN: SYSTEM





SAVE

You can save the progress of the game. It can only be done on the field map or in memory circles.

LOAD

You can load save data to continue the story. Any progress that has not been saved will be lost.

OPTIONS

You can change various settings for the game. Select with the directional buttons or tilt / on the left stick. Change the settings with the directional buttons or tilting / on the left stick.

BATTLE SCREEN: HOW TO VIEW THE SCREEN



BATTLE SCREEN

The battle screen is displayed when you encounter enemies in the field screen, normal map screen, or during certain events.

SPIRIA GAUGE

This gauge will go up when you attack the enemy or are attacked by the enemy.

Press **L** and the directional buttons when you have accumulated enough to activate the Spiria Drive.



STATUS WINDOW

CONSECUTIVE NUMBER OF HITS AND TOTAL DAMAGE

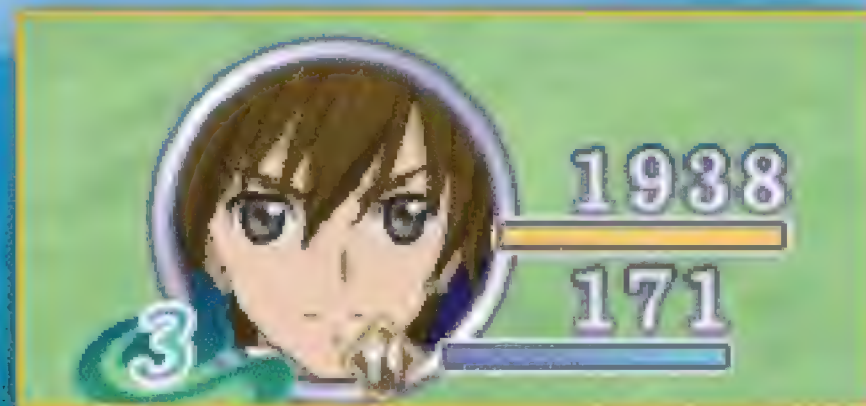
These display the consecutive hit value and total damage inflicted.

BATTLE SCREEN: HOW TO VIEW THE SCREEN

STATUS WINDOW

The status window displays a variety of information.

1. Face	Activate artes by touch or flick once you adjust the character's artes settings. In addition, touch a face icon while it is glowing to activate "Chase Cross Charge".
2. Status Effects	Displays status effects on the character.
3. Physical Ailment	Displays physical ailments on the character.
4. TC	Current TC value.
5. Cooking Effect	Displayed when there is an active effect from food eaten.
6. HP	Current remaining HP value
7. TP	Current remaining TP value



BATTLE SCREEN: RULES

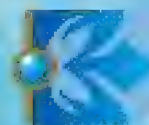


CONTROL MODE

You will control the character displayed on the very top of the character window on the menu screen. There are 3 types of control modes that can be switched between by pressing the SELECT button.

Manual	You will directly control the character.
Semi-Auto	You will have direct control, but the distance between your character and the enemy is automatically shortened during battle.
Auto	The character will fight automatically according to the strategy that has been set.

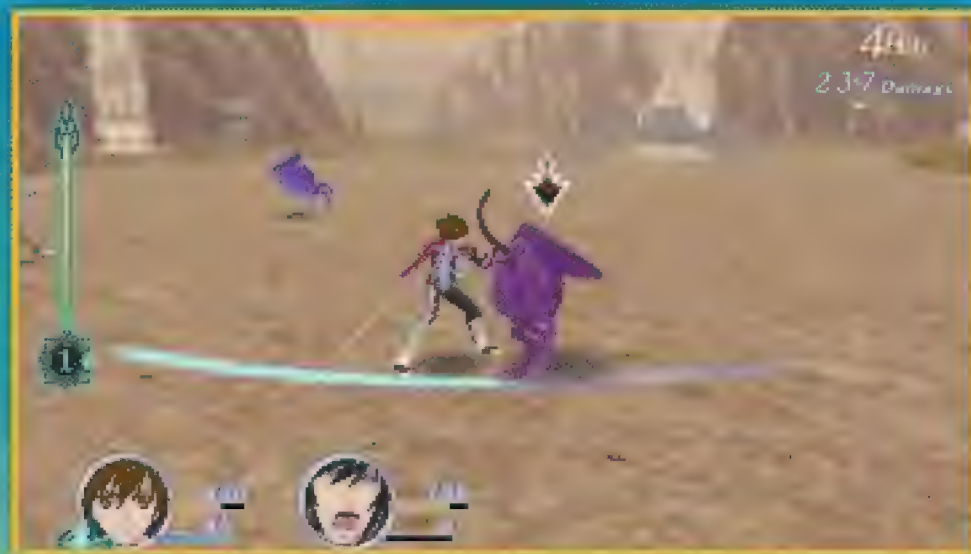
BATTLE SCREEN: RULES



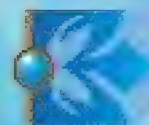
ENRAGED ATTACK

The enemy may sometimes glow red when you attack (enraged attack). The enemy will not stagger while enraged. The enemy will return to its normal state after a set period of time.



NOTE: As you inflict more damage on the enemy, the enemy is more likely to enter an enraged state.



BATTLE SCREEN: BATTLE MENU



DISPLAY BATTLE MENU

Display the battle menu by pressing  during battle. This will pause the game. When you are in a mission, you can check the mission details by pressing .



Items

Use the items you have.



Artes

Change the set artes or set artes for characters that are in auto. You can also directly choose artes of a character to use.



Formation

Check or change the formation in the formation setting.



Strategy

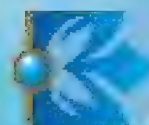
Check or change the strategy in the role in combat.



Escape

A gauge is displayed. You will escape the battle once it goes down to zero. You can stop an escape attempt by selecting it again.

BATTLE SCREEN: ELEMENTS



ELEMENTS

Some artes and equipment have elemental attributes such as fire and wind. An attack with a particular element inflicts more damage to an enemy who has lower resistance to the corresponding element. On the other hand, elemental attacks become less effective if the enemy's resistance is high. Try to use artes and equipment which are effective against your opponent.

★ Elements



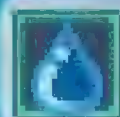
Fire



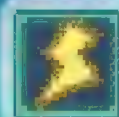
Earth



Wind



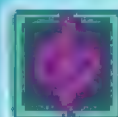
Water



Lightning



Light



Darkness

★ Elemental Resistance



Very High



High



Low



Very Low

BATTLE SCREEN: PHYSICAL AILMENTS AND STATUS EFFECTS



PHYSICAL AILMENTS AND STATUS EFFECTS

The character's state can change when inflicted by a special attack. Physical ailments and status effects (excluding petrification and KO) will be cured after a set amount of time passes or when the battle ends. Petrification is cured when battle ends, but KO can only be recovered with specific items, artes, or by staying at an inn.




NOTE: You can cure physical ailments and status effects by using specific items or artes in battle.



BATTLE SCREEN: PHYSICAL AILMENTS AND STATUS EFFECTS



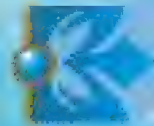
PHYSICAL AILMENTS

★ Physical Ailments

 Poison	Reduces HP as time progresses.
 Weak	Reduces TP as time progresses.
 Fear	Unable to use artes or deliver consecutive normal attacks.

 Paralysis	Attacks will be interrupted with high probability and character becomes more likely to pass out.
 Petrifaction	The character's body turns into stone and becomes immobile.



BATTLE SCREEN: PHYSICAL AILMENTS AND STATUS EFFECTS





STATUS EFFECTS



Status Effects

 Physical Attack	Green arrows indicate a physical attack power increase and red arrows indicate a decrease in value.
 Physical Defense	Green arrows indicate a physical defense power increase and the red arrows indicate a decrease in value.

 Will Attack	Green arrows indicate a will attack power increase and the red arrows indicate a decrease in value.
 Will Defense	Green arrows indicate a will defense power increase and the red arrows indicate a decrease in value.

BATTLE SCREEN: ACTIONS IN BATTLE

This explanation is for when control mode is set to "Semi-Auto". Please note that some controls may change when the control mode is set to "Manual".

MOVE

You will advance in the direction of the target and retreat by pressing left button/right button.

FREE RUN



Move around the battle field freely by tilting the left stick to "free run".

JUMP

You can jump by pressing the up button. Jump diagonally by pressing the up button + left button or up button + right button.

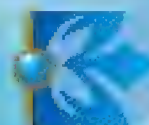
NOTE: Press the left button + up button to input  and right button + up button to input .

CHANGE TARGET

Press the  /  button while you hold down **R**, to choose your target. You can switch the target to the closest enemy by lightly pressing **R**.








NOTE: You can check information such as remaining HP or the element of the target by holding down **R**.

BATTLE SCREEN: ACTIONS IN BATTLE

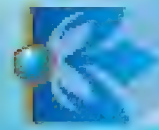


GUARD ACTIONS

Press  or a directional button +  to perform various guard actions.

Guard		Protect yourself from physical attacks and reduce damage.
Entire Guard	 + the down button	Everyone in the main party will guard.
Step	 + quickly press the right button twice (if enemy is to the right)  + quickly press the left button twice (if enemy is to the left)	Quickly approach the enemy.
Backstep	 + quickly press the left button twice (if enemy is to the right)  + quickly press the right button twice (if enemy is to the left)	Keep/adjust distance from the enemy.
Quick Recovery	(When knocked back) 	Prevent being knocked down by quickly recovering.

BATTLE SCREEN: ACTIONS IN BATTLE



GUARD COUNTER

You can perform a guard counter by pressing  when an enemy in an enraged state attacks. The enemy will stagger when guard countered, giving you a good opportunity to strike back.

BATTLE SCREEN: ACTIONS IN BATTLE

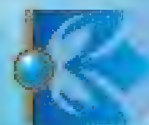


NORMAL ATTACK







This is a basic attack with a Soma. You can attack continuously by pressing the button in a timely manner. The following explanation is based on Kor's attack.

Slash	×	Swing the blade down from above and slash the enemy in front.
Slash Up	up button + ×	Attack by swinging the blade up from the bottom. You may be able to send an enemy flying.
Low Attack	down button + ×	Attack the enemy in a low position by sweeping the blade horizontally.
Free-run Attack	× during free-run	Your target will automatically change to the enemy you attacked.
Airborne Slash	× while jumping	Attack the enemy in the air.
Break Attack	L + ○ / L + × during final stage of normal attack	A high-damage attack. You can activate Chase Link by hitting an enemy with a Chase Marker. Break attack will be unlocked as you progress through the game.

BATTLE SCREEN: ACTIONS IN BATTLE






USING ARTES

Use artes that are set by either pressing  while holding down the relevant directional button, or by pressing only . You can also use the artes set on shortcut by tilting the right stick  /  /  / .



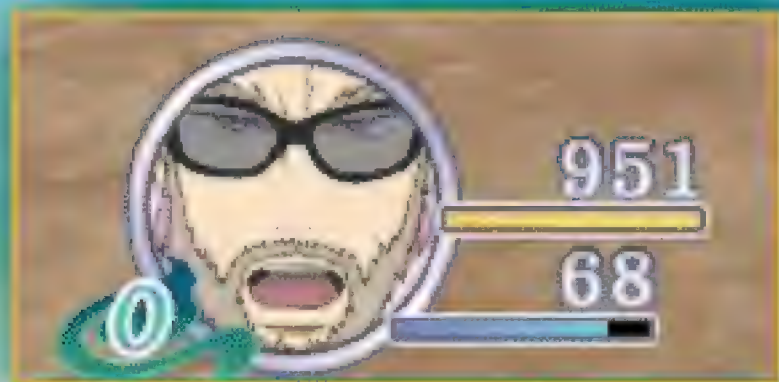
CASTING AND CANCELLING WILL ARTES

You will start casting when you use will artes. The arte is executed when casting is finished (if you get attacked during the casting, the arte is cancelled). You can place the arte of the character you are controlling on stand-by by holding down . The arte will be executed once you release . You can also cancel casting by pressing  while casting.

BATTLE SCREEN: ACTIONS IN BATTLE

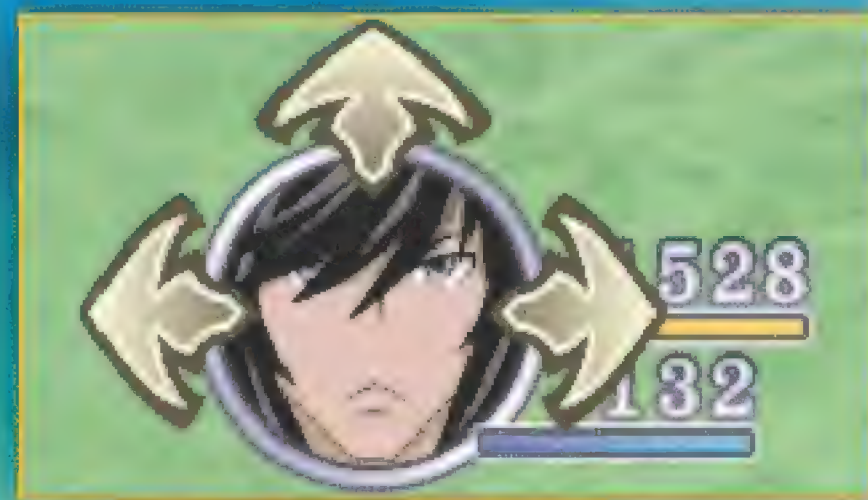
TC (TECHNICAL COUNTER)

TC is the number of times artes can be used consecutively. Every time you use an arte, the count is reduced by 1. You will not be able to use artes for a set period of time once they reach 0. TC will recover if you do not attack for a while. You can increase TC by equipping Somas with improved TC performance.

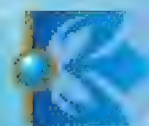


COMMANDING ARTES

Arrows will be displayed on the face icons of characters you have set arte commands. Touch or flick to execute artes.



BATTLE SCREEN: ACTIONS IN BATTLE



CHASE LINK

A Chase Marker will be attached to an enemy once you attack it a set number of times. Use a break attack in this state to perform a "Chase Link" against the enemy. During Chase Link, a gauge will be displayed on the face icon, and you can perform special actions. It will end once the gauge needle swings to the left.



CHASE MARKER



CHASE LINK GAUGE

BATTLE SCREEN: ACTIONS IN BATTLE

BREAK ATTACK

A break attack is the final stage of a normal attack or **L** + **X** / **L** + **C** attack. If you hit an enemy with a Chase Marker, Chase Link will begin. Your TC will recover if you attack during Chase Link.



CHASE DASH

Press **Y** during Chase Link to instantly go around to the back of the linked enemy. If the distance to the enemy is far, you can shorten it by using a Chase Dash and then performing an attack combo.



BATTLE SCREEN: ACTIONS IN BATTLE

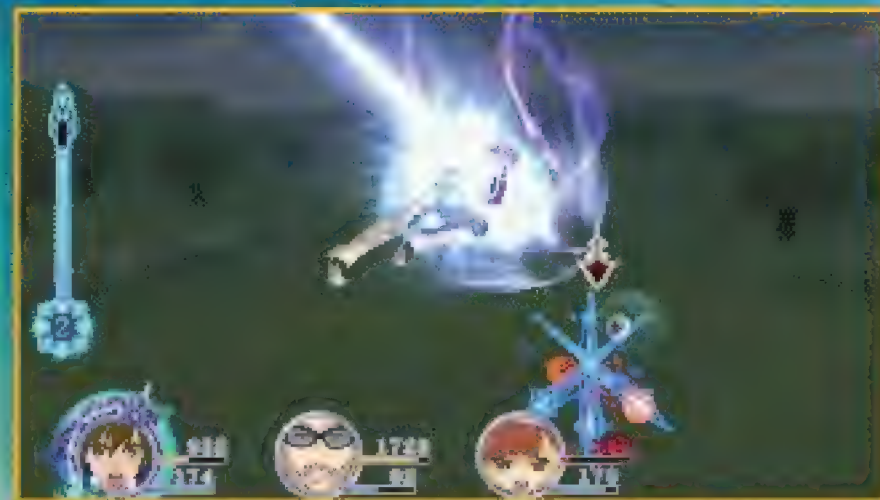
CROSS CHASE CHARGE

The face icons of characters whose Somatic Bond values are strong will flash during Chase Link. Tap the face icon to activate "Cross Chase Charge". This allows you to perform a cooperative attack with another character.



CHASE LINK FINISHING BLOW


This is more powerful than a standard attack. Execute it by holding down X/O after performing a break attack during Chase Link. Chase Link will end if you use Chase Link Finishing Blow.




MENU SCREEN: ACTIONS IN BATTLE

SPIRIA DRIVE

Spiria Drive is activated by holding down **L** and pressing a directional button when the Spiria Gauge is full. The amount of the Spiria Gauge consumed varies depending on the level. The maximum level of the Spiria Gauge is 4 (you can increase it by progressing through the story).

 **L** + right button: Spiria Drive Lv. 1

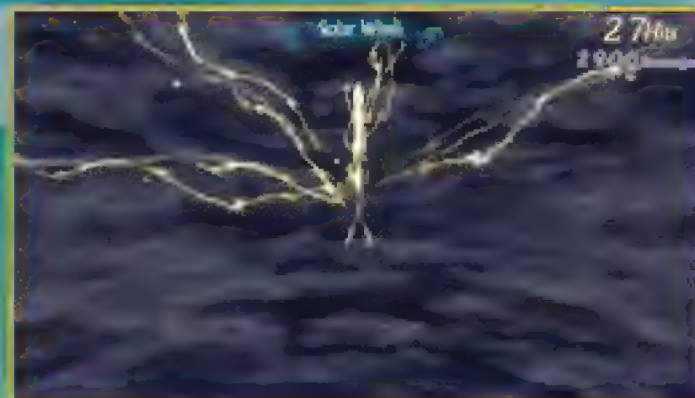
 **L** + down button: Spiria Drive Lv. 2

 **L** + left button: Spiria Drive Lv. 3

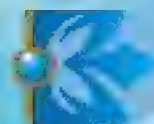
 **L** + up button: Spiria Drive Lv. 4

MYSTIC ARTE AND DUAL MYSTIC ARTE

Mystic artes are powerful attacks that can be used by each character. It is activated by holding **○** after using artes while in Spiria Drive Lv. 3 or higher. You will be able to activate dual mystic artes by cooperating with other characters as the story progresses.



ABOUT ON-LINE SERVICES

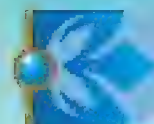


USE OF PSNSM

You can download additional content at PlayStation®Store by connecting to PSNSM. You can connect to PlayStation®Store from the home screen.

NOTE: You will need to end the game when you use PlayStation®Store.

NOTE: Funds are required to purchase items.



PURCHASED ITEMS

Items purchased in PlayStation®Store are automatically installed and displayed in  (DLC items). You can obtain the contents by using the item.

FOR MORE INFORMATION ON THIS GAME, PLEASE VISIT

www.bandainamcogames.com

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE — PART 1

- Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE — PART 2



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

GAME CARD FCC NOTICE — PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD FCC NOTICE — PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

LIMITED WARRANTY

LIMITED WARRANTY

BANDAI NAMCO Games America Inc. warrants to the original purchaser that this BANDAI NAMCO Games America Inc. game pack shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, BANDAI NAMCO Games America Inc. will repair or replace the defective game pack or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us via e-mail at support@bandainamcogames.com or contact us Toll-Free at: 1 (888) 776-2626. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

LIMITED WARRANTY

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall BANDAI NAMCO Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product. The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Visit our Website to get information about our new titles. Check out our online knowledgebase for answers to our most Frequently Asked Questions! Available 24 hours a day, 7 days a week!
<http://support.bandainamcogames.com>.

By playing this game, you are bound by the rules of the company's EULA. For more information, please visit the following website: <http://bandainamcogames.com/eula>. Download the game manual at:
[HTTP://SUPPORT.BANDAINAMCOGAMES.com](http://support.bandainamcogames.com)

Software licensed for play on PlayStation®Vita systems in the Americas. Use of this software and the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements

END USER LICENSE AGREEMENT

By playing this game, you are bound by the rules of the company's EULA.

For more information, please visit the following website:

[HTTP://WWW.BANDAINAMCOGAMES.COM/COMPANY/EULA.PHP](http://www.bandainamcogames.com/company/eula.php)

The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.